

Xtreme Battle

Pepper must now confront the Brickster in the games final showdown. Defeating him will bring back peace to the people of Lego Island, and return the Brickster back where he belongs, behind bars.

Utilising Pepper's fine skill of Pizza throwing, the player must attempt to knock the Brickster off the tower. Easier said than done, the Brickster will stop at nothing to capture the Lego bricks. Bringing a group of his finest Brickster bots, and using his Jump Slam attack (See: Attack 1) this will not be easy.

Mechanics

Camera

This section is played out on the roof of the tower, which is a disc shaped arena without walls. Viewed from a non-player-controllable camera, which zooms in and out to keep both the Brickster and Pepper in shot.



Camera: Close In

Used when Pepper and Brickster are close.



Camera: Far Out

Used when Pepper and Brickster are far apart.

Health

Both the Brickster and Pepper have a health bar, which depletes every time they are hit. Each character can take four hits before the bar is wiped out and they loose.

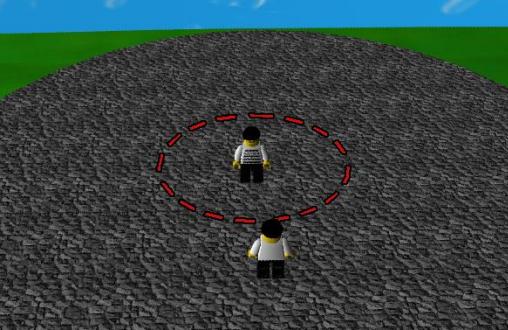
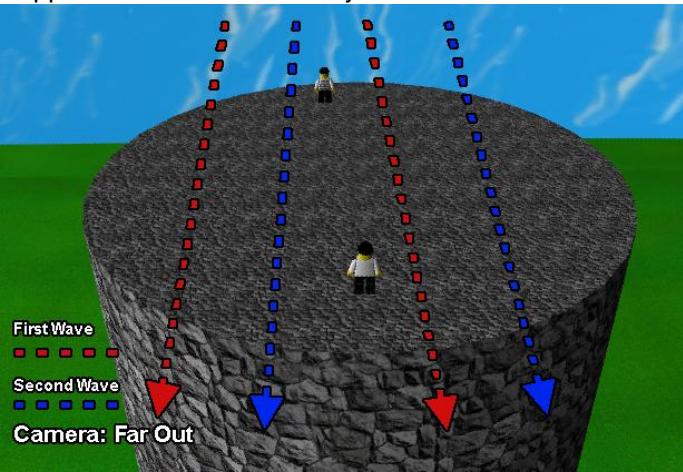
Once a character's health bar has been completely depleted the game will cut to the appropriate end sequence.

Ending

The Brickster's sequence shows him falling from the edge of the tower, and Sky flying over in a plane collecting both Pepper and the Infomaniac before the tower deconstructs.

Pepper's ending shows him fall over and the screen then fades to black and restarts the game.

Bricksters Actions

Movement	
Attack 1	<p>Jump Slam</p> <p>If Pepper comes within a close radius of the Brickster, it will trigger his Jump Slam attack. This is where the Brickster Jumps up in the air, and stomps the ground, making Pepper bounce back loosing his balance. This attack has a radius slightly larger than the trigger radius.</p> <p>This attack can be avoided however, also to Peppers advantage. The Brickster will automatically start the attack when Pepper comes within the radius (only exception is when the Brickster is dazed/hit or during another attack).</p>  <p>Once the attack has started, The Brickster cannot stop it, so this gives Pepper the chance to run out of the way. Once the Brickster has performed the attack, he will take a few seconds to pick himself backup, give Pepper the chance to get a free attack.</p>
Attack 2	<p>Chilli Pepper Run</p> <p>The Brickster can munch on a fiery chilli-pepper, which makes him erupt and run around the arena at a very quick speed. This attack makes it very difficult for</p>  <p>Pepper to get a hit on the Brickster due to the quickness of his running. On the offensive side if the Brickster runs into Pepper this will knock him flying backwards due to the heavy impact.</p>
Attack 3	<p>The Call of the Brickster Bots</p> <p>This attack sees the Brickster call forth a group of flying Brickster Bots. Moving to the centre of the arena the Brickster holds up his hands which conjures a mini squadron of Brickster Bots to fly from the top of the screen down, knocking over Pepper if he stands in the way.</p>  <p>First Wave Second Wave Camera: Far Out</p>

Hit 1	When Pepper successfully hits the Brickster with a pizza throw he will fall over backwards in a tumbling fashion to reflect the strength of the hit. During this point Pepper will not be able to interact with the Brickster in any way. The Brickster will stand back up and carry on as before.
Hit 2	If the Brickster is hit off the edge of the arena, while he still has energy, after disappearing out of view he then springs back up into the air and lands centre on the arena floor.
Defeated	Once Pepper has hit The Brickster with the final blow, the game will end and instantly switch into a cutscene to show the Brickster fall for the last time.

Peppers Actions

Movement	
General	<p>Controls</p> <p>Pepper's controls are exactly the same as the main Island although access to certain features and equipment is not available due to the gameplay. The missing elements are as follows:</p> <ul style="list-style-type: none"> Skateboard Full Palm Pilot HUD – Simple pause/quit menu instead.
Attack 1	<p>Pizza Throw</p> <p>Works the same as the island pizza throw, Pressing the action button makes Pepper launch a pizza in the direction he is facing. Hitting the Brickster with the attack will make him fall over backwards (See: Brickster Hit 1 and Hit 2). This attack causes one block of damage.</p>
Hit 1	If Pepper is hit by any of the Brickster's attacks then he will be flung backwards reeling the damage and impact caused. The Brickster will return to the centre of the arena after a successive hit giving Pepper time to stand back up.
Hit 2	If Pepper is knocked off the edge of the arena during any of The Brickster's attacks then the screen will fade to black and he will be rest back onto the arena with one block of energy missing from his supply. This action is the same for if Pepper is to walk off the arena's edge as well.
Defeated	If The Brickster is successful at defeating Pepper then after the final blow has been hit, the screen will fade to the quit/retry screen. Upon retrying will reset the sub-game back to the start, with both sets of energy being full charged.